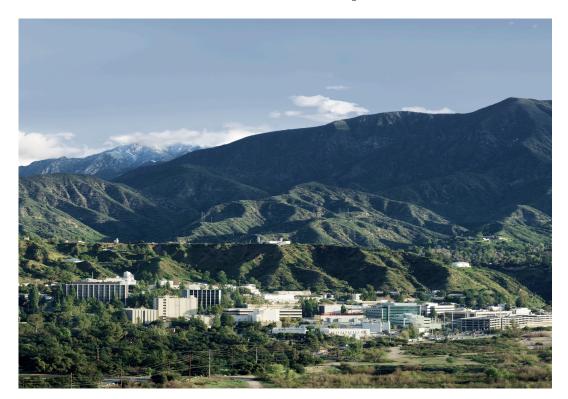
# Costing at the Speed of Light: How a Concurrent Engineering Team Can Bootstrap Your Estimation Capabilities



Dr. Jairus Hihn Tom Youmans Michael Saing Mathew Ramirez



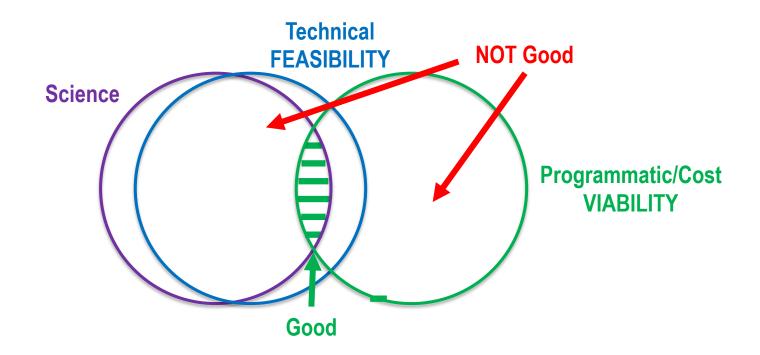


### A Successful System Architecture or Design

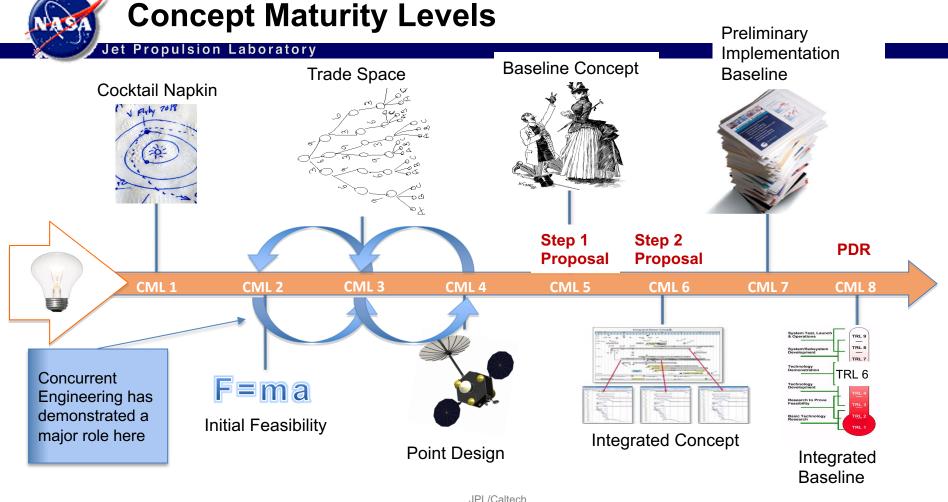
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#### **MUST MEET ALL**

#### SCIENCE, ENGINEERING, AND COST & PROGRAMMATIC CONSTRAINTS



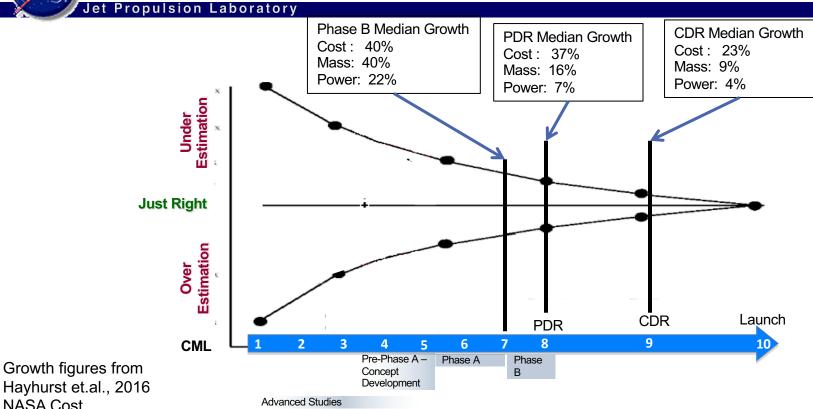
- What do you do when it is necessary to generate reasonable cost estimates at the earliest Concept Maturity Levels and you have never flown any similar missions before?
- At JPL we take advantage of the extensive amount of cost and technical data produced and archived by our Concurrent Engineering (CE) team, Team X to expand our data frontiers and cost modelling capabilities
  - Each year JPL submits 50 or more proposals and conducts hundreds of studies many in our (CE) environment



8/15/2018



## **CML Levels and The Cone of Uncertainty**



NASA Cost
Symposium
As design matures uncertainty reduces across all technical and cost parameters

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# What is Concurrent Engineering?

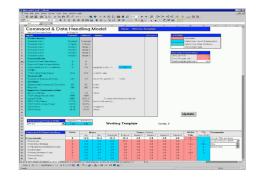
- Concurrent Engineering is a systematic approach by diverse specialists collaborating simultaneously in a shared environment, real or virtual, to yield an integrated design
- This approach is intended to cause the developers from the very outset to consider
  - All elements of the product life cycle, from conception to disposal, including cost, schedule, quality and user requirements

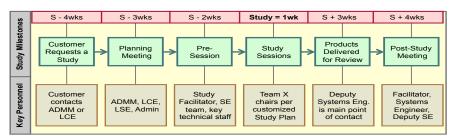
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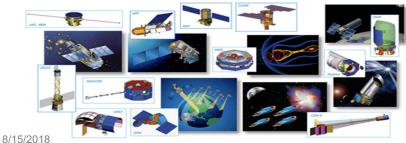
#### All Concurrent Engineering Teams Have Certain Key Elements

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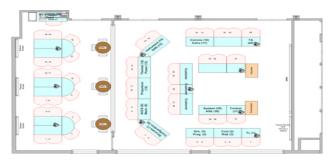




- Well defined process and products
- Multidisciplinary team
- Facility
- Integrated set of tools that maintain study parameter consistency
- Integrated design model



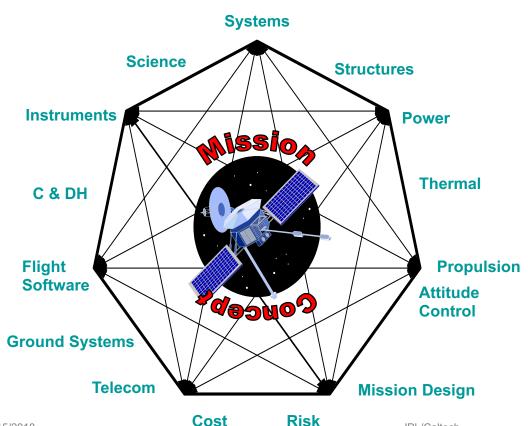






#### **JPL Institutional Cost Models**

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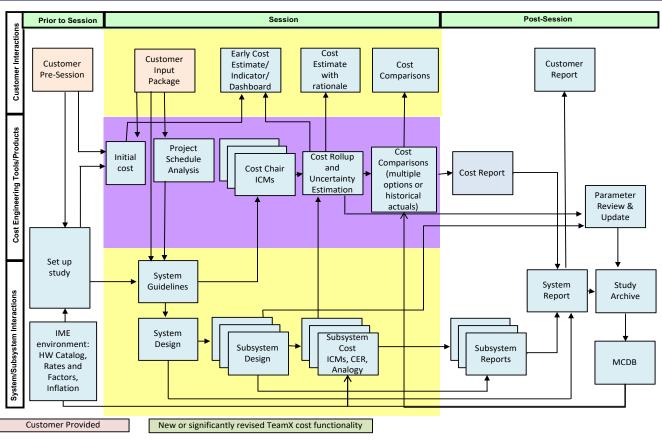
- Team X has always generated cost estimates during the sessions so design and cost can be traded off
- In the future we want to estimate cost before a study starts

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# NASA

## JPL Team X Design and Cost Process

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# Why We Trust our CE Data

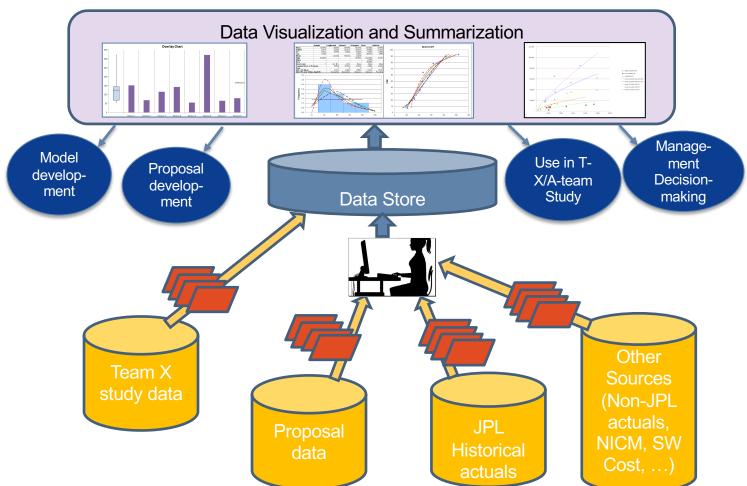
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- All ICMs are (re)validated on a periodic basis to evaluate the estimation error.
   The estimates are required to be within +/- 30% of the actuals.
  - In addition to verification testing, any model update must go through an extensive integration test before it is allowed to be used during a live session.
  - A Change Control Board (Cost CCB) is convened with members representing all of the engineering and science organizations. At the CCB, all of the results are presented and evaluated.
  - If any changes are made to the ICM, then the new model must be validated
- It is for these reasons that any cost estimates from Team X studies that are identified as containing sufficient valid information by the Cost Chair, Systems Chair and the Facilitator can be exported into the archival database for use in generating future estimates.

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#### **MCDB Architecture**



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# Mission & Cost Database (MCDB)

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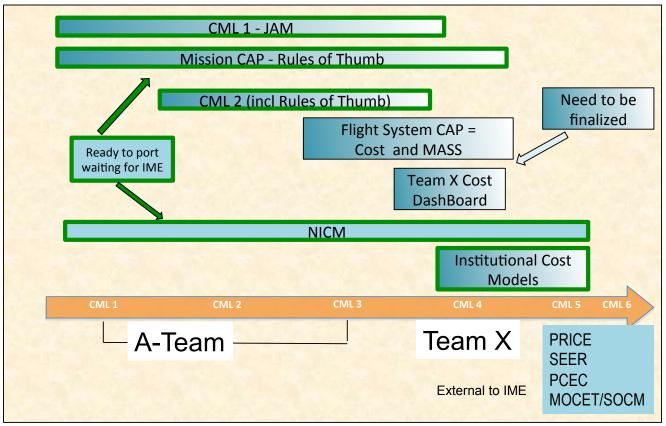
#### **Data Sources**

- JPL Historical Mission data from Historical Technical/Cost/Schedule Data Sheets
- Proposal data
- Team X mission study data
- Non-JPL actuals from the One NASA Cost Estimation (ONCE) (database version of the Cost Analysis Data Requirement (CADRe)
- Software costs from the Analogy Software Cost Tool (ASCoT)
- Commercial Bus Catalog already in Hardware Catalog
- Team Xc cubesat study data
- Historical cubesat data from Cubesat Or Microsat Probabilistic and Analogies Cost Tool (COMPACT) database
- Historical instrument data from the NASA Instrument Cost Model (NICM) database



#### **Different Cost Models for each Concept Maturity Level**

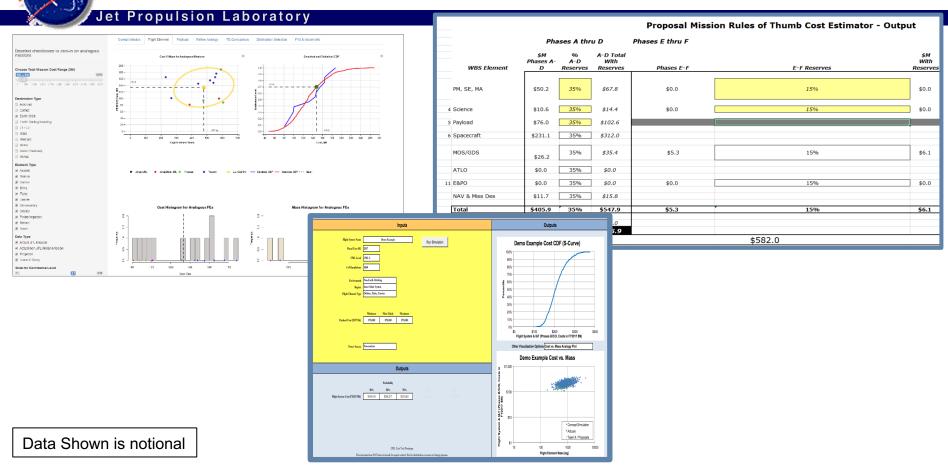
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### **CML1 Cost Model: JAM**

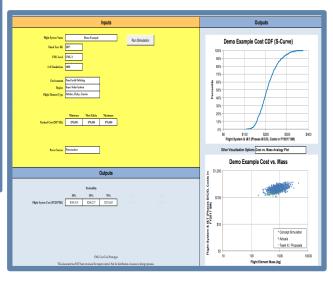




# **Effective Use of Rules of Thumb Models is Key**

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	Proposal Mission Rules of Thumb Cost Estimator					
	Phases A thru D			Phases E thru F		
WBS Element	\$M Phases A- D	% A-D Reserves	A-D Total With Reserves	Phases E-F	E-F Reserves	\$M With Reserves
PM, SE, MA	\$50.2	35%	\$67.8	\$0.0	15%	\$0.0
4 Science	\$10.6	35%	\$14.4	\$0.0	15%	\$0.0
5 Payload	\$76.0	35%	\$102.6			]
6 Spacecraft	\$231.1	35%	\$312.0			
MOS/GDS	\$26.2	35%	\$35.4	\$5.3	15%	\$6.1
ATLO	\$0.0	35%	\$0.0			
11 E&PO	\$0.0	35%	\$0.0	\$0.0	15%	\$0.0
NAV & Miss Des	\$11.7	35%	\$15.8			
Total	\$405.9	35%	\$547.9	\$5.3	15%	\$6.1
8 Launch Vehicle TOTAL w/ RPS LAUN	\$28.0	0% es, Per AO	\$28.0 <b>\$575.9</b>			
Grand Total Life Cycle Cost (\$M)				\$582.0		



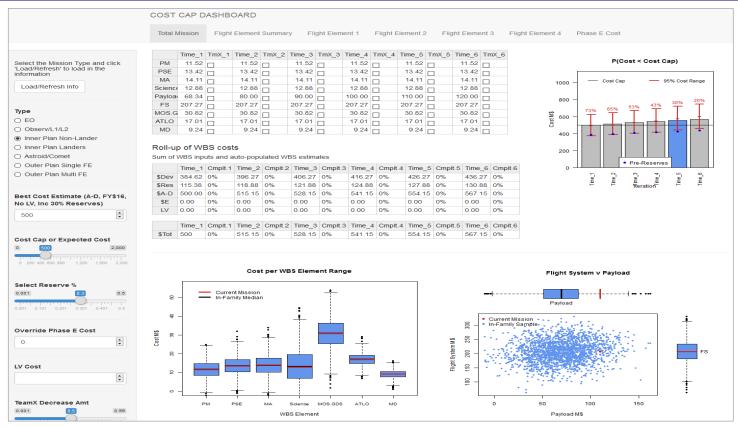
Data Shown is notional



#### **Team X Cost Dash Board**

Data Shown is notional

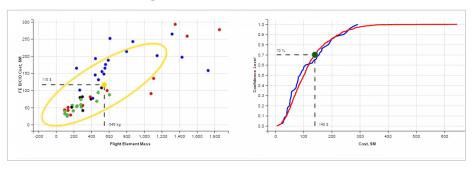
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Redefine cost engineering in formulation by facilitating credible and transparent cost estimation, schedule estimation, & risk identification early in a mission concept, enabling these parameters to influence design







Data Shown is notional





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